```c
#include <stdio.h>

int main() {
    int n, i, j, time = 0, qt;
    int bt[10], rt[10]; // bt = burst time, rt = remaining time
    int wt[10], tat[10]; // waiting time, turnaround time
    float avg_wt = 0, avg_tat = 0;

    printf("Enter total number of processes: ");
    scanf("%d", &n);

    printf("Enter burst time for each process:\n");
    for (i = 0; i < n; i++) {
        printf("P[%d]: ", i + 1);
        scanf("%d", &bt[i]);
        rt[i] = bt[i]; // Initially, remaining time is the burst time
    }

    printf("Enter time quantum: ");
    scanf("%d", &qt);

    int done;
    do {
        done = 1;
        for (i = 0; i < n; i++) {
            if (rt[i] > 0) {
                done = 0;
                if (rt[i] > qt) {
```

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                time += qt;
                rt[i] -= qt;
            } else {
                time += rt[i];
                wt[i] = time - bt[i]; // Waiting time
                rt[i] = 0;
            }
        }
    }
} while (!done);

// Calculate Turnaround Time
for (i = 0; i < n; i++) {
    tat[i] = bt[i] + wt[i];
    avg_wt += wt[i];
    avg_tat += tat[i];
}

printf("\nProcess\tBurst Time\tWaiting Time\tTurnaround Time\n");
for (i = 0; i < n; i++) {
    printf("P[%d]\t%d\t\t%d\t\t%d\n", i + 1, bt[i], wt[i], tat[i]);
}

printf("\nAverage Waiting Time = %.2f", avg_wt / n);
printf("\nAverage Turnaround Time = %.2f\n", avg_tat / n);

return 0;
}
```

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Enter total number of processes: 3
Enter burst time for each process:
P[1]: 5
P[2]: 7
P[3]: 4
Enter time quantum: 2

Process Burst Time      Waiting Time    Turnaround Time
P[1]    5               8               13
P[2]    7               9               16
P[3]    4               8               12

Average Waiting Time = 8.33
Average Turnaround Time = 13.67


...Program finished with exit code 0
Press ENTER to exit console.
```